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IP / UNIX Socket Backlog

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there is “backlog” option used in MySQL for both IP and UNIX sockets, but seems like it has a significant overhead on heavy connect/disconnect activity workloads (e.g. like most of Web apps which are doing “connect; SQL query; disconnect”) – any explanation/ reason for this? can it be improved?

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Yes

I confirm that I am already registered for LPC 2019

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